IN THE CLAIMS

1.   (CURRENLTY AMENDED) A method for playing a multi-user network game comprising the steps of;

providing a multi-user network having a network server connected to an electronic

5   network with game software for implementing the game rules on said network server for running the game play and enabling access by users, a database server connected to said network server for storing and generating information as required by said game software;

one or more participants each using said game software to store participant profile information in said database server for viewing by any user;

10   each of said participants following instructions located in the game rules software, said participants following instructions from said game software on how to utilize their respective stored profiles in said database server to gain exposure to other users; and

scoring said participants ~~according to said game software rules~~ by the amount of views of a participant's profile.

15   2.   A(CURRENLTY AMENDED) method for playing a game as defined in claim 1 wherein, a participant according to said game software rules may earn points any time anyone views said participant's profile except the participant himself.

3.   (CURRENLTY AMENDED) A method for playing a game as defined in claim 1 wherein, a participant according to said game software rules may earn points each time his

20   profile is submitted via an electronic transmission to someone else and the recipient of the electronic transmission clicks on a special link in said transmission that brings the recipient to view said emailing participant's profile.

4.   (CURRENLTY AMENDED) A method for playing a game as defined in claim 1 wherein, a participant according to said game software rules may earn points each time an invited visitor receives an electronic invitation to join the game and said invited visitor of the electronic transmission clicks on a special link in said transmission that brings the recipient to

5   view the game and results in said visitor registering as a new participant.

5.   (CANCELLED)

6.   (CANCELLED)

7.   (CURRENLTY AMENDED) A method for playing a game as defined in claim 1 wherein,

10   a participant may according to said game software rules earn points in three ways;

the first being anytime anyone views said participant's profile except the participant himself;

the second being each time his profile is submitted via an electronic transmission to someone else and the recipient of said electronic transmission clicks on a special link that brings

15   the recipient to view the profile of the participant initiating said electronic transmission; and

the third being each time an invited visitor receives an electronic invitation to join the game from said participant and said invited visitor of the electronic transmission clicks on a special link in said transmission that brings the recipient to view the game and results in said visitor registering as a new participant.

20 8.   (CURRENLTY AMENDED) A method for playing a game as defined in claim 2 wherein,

the game software incorporates an electronic transmission verification process ~~wherein~~;

validation codes are generated for said database server when a participant or guest

submits an electronic transmission of a profile to someone else from said network server;

the game software processes said electronic transmission and generates a random number

validation code that is stored in a separate database within the database server and is sent within

5   the body of said electronic transmission to the recipient;

said electronic transmission contains a link back to the profile and will pass the validation

code to the game software server when the recipient receives the electronic transmission and

clicks the link to visit the profile; the game software will accept this validation code and search

the database table of all validation codes for a match;

10   if a match is found, the profile linked to in the body of the electronic transmission will

receive a second amount of predetermined points, the matching code is then removed from the

validation code database table; and

if no match is found, the code is not validated and the viewed profile receives no points.

9.   (CANCELLED)

15 10.   (CANCELLED)

11.   (CANCELLED)

12.   (CURRENTLY AMENDED) A multi-user electronic network game recorded on

computer-readable medium and capable of execution by a computer comprising;

a network server connected to a multi-user electronic network;

20   a database server connected to said network server for running on the network server;

a database connectivity engine connected to the network server for processing the output

of the network server;

said database connectivity engine connected to the database server for processing the output of the database server and input received from the network server;

game software that implements the game rules on said network server for running the game play;

5   a plurality of participants each accessing the game server and said game software to create participant profiles;

one or more participants registered to play the game;

a publicly viewable profile created by one or more participants stored on said database server for viewing on the multi-user network;

10   each of said participants following instructions located in the game rules software, said participants following instructions from said game software on how to utilize their respective stored profiles in said database to gain exposure; <u>and</u>

scoring said participants <u>by the amount of views of a participant's profile</u> ~~according to said game software rules~~.

15   13.   (CURRENLTY AMENDED) <u>The</u> ~~A~~ multi-user electronic network game of claim 12 wherein<u>,</u>

said game software rules require for participant registration that:

the photo participant submitted by the participant is of the participant himself;

the participant has not placed any links to other websites, email addresses or anything

20   resembling his personal contact information in the paragraph of text that accompanies his photo unless he pays a fee;

the participant may include biographical information such as his name, profession/affiliation, what city he lives in and other such general information;

the participant earns points using at least one playing method as said forth by the game software;

the participant may not email profiles to himself; and

the participant must meet any other requirements as set forth by the game software.

14. (CURRENLTY AMENDED) A multi-user electronic network game as defined in claim 12 wherein, said profile includes such information as a photo of the participant and an accompanying paragraph self-written text.

15. (CURRENLTY AMENDED) A multi-user electronic network game as defined in claim 13 wherein, said network server includes a server to process incoming and out going electronic transmissions connected to the database server; said database server includes a second database used to generate random numbers to server as validation codes.

16. (CURRENLTY AMENDED) A multi-user electronic network game as defined in claim 14 wherein, a participant may, according to said game software rules, earn points each time his profile is emailed to someone else and the recipient of the email clicks on a special link that brings the recipient to view the participant's profile.

17. (CURRENLTY AMENDED) A multi-user electronic network game as defined in claim 15 wherein, the game play methodology further includes an electronic transmission verification process wherein;

said validation codes are generated when a participant or guest send, via electronic transmission, a profile to someone else from said network server;

the game software, processes the electronic transmission and generates a random number validation code which is stored in a third database and sent within the body of the electronic transmission to the recipient;

said electronic transmission contains a link back to the profile and will pass the validation

code to the game software server when the recipient receives the electronic transmission and

clicks the link to visit the profile; the game software will accept this validation code and search

the database table of all validation codes for a match; and

5   if a match is found, the profile linked to in the body of the electronic transmission will

receive points, the matching code is then removed from the validation code database table, but if

no match is found, the code is not validated and the profile receives no points.

18.   (CURRENLTY AMENDED) The A method for playing a game as defined in ~~claims 12,~~

~~13, 14, 15 and 16~~ claim 12 wherein,

10   a participant may, according to said game software rules, earn points in three ways;

the first being anytime anyone views said participants profile except the participant

himself;

the second being each time his profile is submitted via an electronic transmission to

someone else and the recipient of said electronic transmission clicks on a special link that brings

15   the recipient to view the profile of the participant initiating said electronic transmission; or

the third being each time an invited visitor receives an electronic invitation to join the

game from said participant and said invited visitor of the electronic transmission clicks on a

special link in said transmission that brings the recipient to view the game and results in said

visitor registering as a new participant.

20   19.   (CURRENLTY AMENDED) A system ~~and method~~ for playing a multi-user network

game recorded on computer-readable medium and capable of execution by a computer

comprising;

a network server connected to a multi-user electronic network;

a database server connected to said network server for running on the network server;

a database connectivity engine connected to the network server for processing the output of the network server;

said database connectivity engine connected to the database server for processing the output of the database and input received from the webserver;

game software that implements the game rules on said network server for running the game play;

one or more participants registered to play the game;

the game software requiring that;

the photo participant submitted by the participant is of the participant himself;

the participant has not placed any links to other websites, email addresses or anything resembling his personal contact information in the paragraph of text that accompanies his photo unless he pays a fee;

the participant may include biographical information such as his name, profession/affiliation, what city he lives in and other such general information;

the participant earns points using at least one playing method as said forth by the game software;

the participant may not send profiles via electronic transmission to himself;

the participant must meet any other requirements as set forth by the game software;

one or more participants each accessing the game server and said game software to create participant profiles;

one or more participants each using said game software to store a participant portfolio in

said database server for viewing by any network user;

a publicly viewable profile created by one or more participants stored on said database

server for viewing on the multi-user network;

5   said participant profiles may include such information as a photo of the participant and an

accompanying paragraph of self-written text;

each of said participant's following instructions located in the game rules software, said

participants following instructions from said game software on how to utilize their respective

stored profiles in said database to gain exposure;

10   scoring said participants according to said game software rules;

each of said participants following instructions located in the game rules software, said

participants following instructions from said game software on how to utilize their respective

stored profiles in said database to gain exposure;

scoring said participants according to said participants ability and/or usage of game

15   software to attract viewers to their profile according to said game software rules;

validation codes are generated for said database server when a participant or guest send,

via electronic transmission, a profile to someone else from said network server;

the game software processes the electronic transmission and generates a random number

validation code that is stored in a separate database within the database server and is sent within

20   the body of the electronic transmission to the recipient;

said electronic transmission contains a link back to the profile and will pass the validation

code to the game software server when the recipient receives the electronic transmission and

clicks the link to visit the profile; the game software will accept this validation code and search the database table of all validation codes for a match;

if a match is found, the profile linked to in the body of the electronic transmission will award points and the matching code is then removed from the validation code database table; and

5   if no match is found, the code is not validated and the viewed profile receives no points.

19. (CANCELLED)

20. (CURRENTLY AMENDED) ~~A system and method for playing a multi-user network game of claim 18 wherein a participant earns points in any manner defined by said game software.~~ A method for playing a multi-user network game comprising the steps of;

10   providing a multi-user network having a network server connected to an electronic network with game software for implementing the game rules on said network server for running the game play and enabling access by users, a database server connected to said network server for storing and generating information as required by said game software;

one or more participants each using said game software to store participant profile

15   information in said database server for viewing by any user;

each of said participants following instructions located in the game rules software, said participants following instructions from said game software on how to utilize their respective stored profiles in said database server to gain exposure to other users; and

scoring said participants by the amount of views of a participant's profile.

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